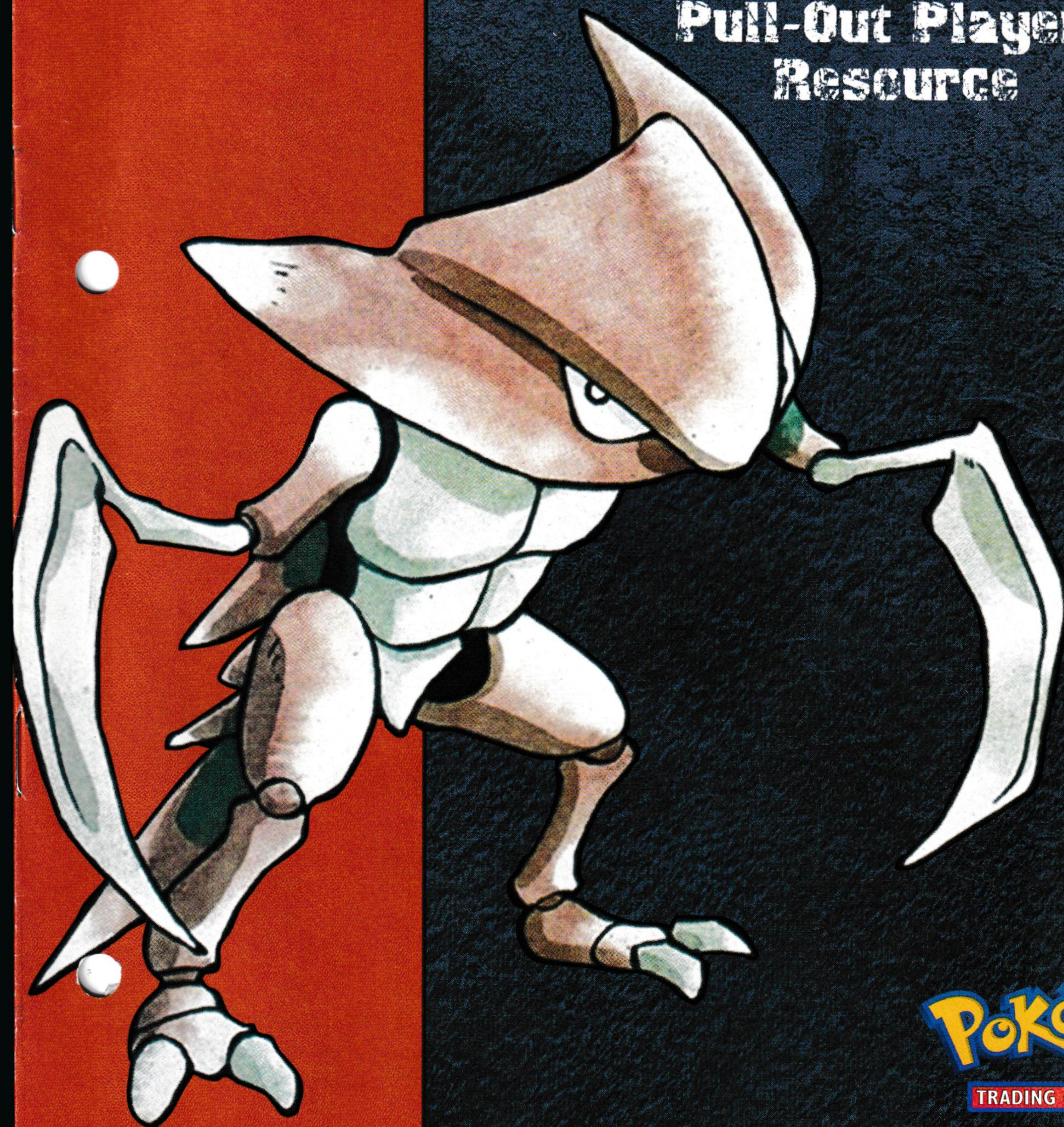


Inside:
Complete
Encyclopedia
and
Checklist

PLUS
Fossil Overview,
Top 10 Cards, and
Theme Decks



Pull-Out Player's
Resource

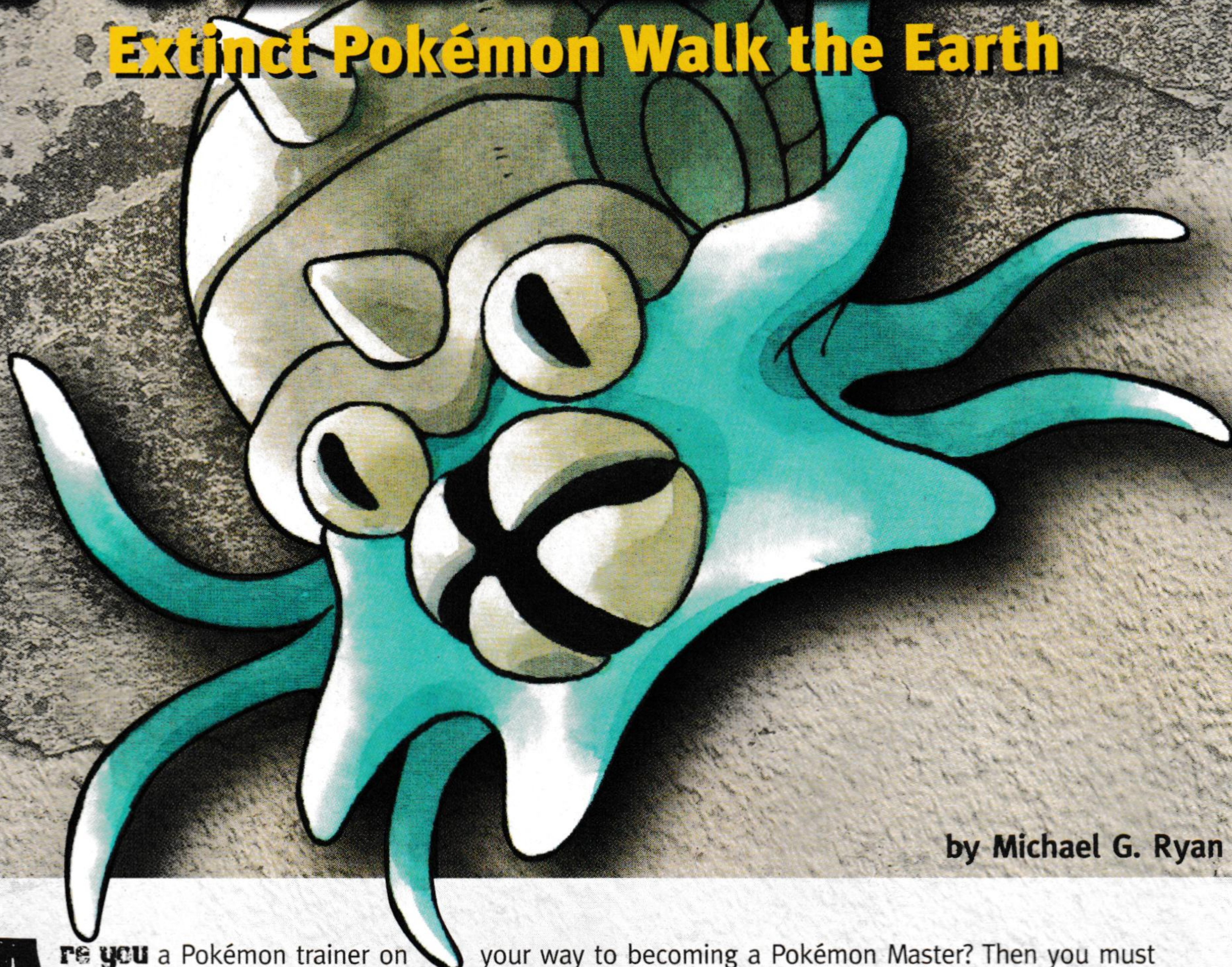


POKÉMON
TRADING CARD GAME



Digging Up the FOSSIL SET

Extinct Pokémon Walk the Earth



by Michael G. Ryan

Are you a Pokémon trainer on your way to becoming a Pokémon Master? Then you must know that you only need to dig up 36 more Pokémon to catch all 150. Well, the *Fossil* expansion set for the Pokémon trading card game is the next step in your quest.

Fossil is not just the Pokémon of the future, it's the Pokémon of the past—the *distant* past. Two million years ago, the very first Pokémon walked the earth. But scientists thought many of them had disappeared like the dinosaurs because all that was left of those Pokémon were fossils.

Now these Pokémon have been found alive on a **remote island**. The **archaeologists** from Nintendo and Wizards of the Coast, who are often disguised as **game designers** and developers, have braved choppy waters, strange diseases, and wild, untamed

Pokémon to bring these long-lost species of Pokémon back for you!

archaeologists

Archeologists are scientists who like to play in the dirt.

game designers

Game designers also like to play in the dirt.

Top 10 Cards!

#10: Moltres



This fantastic bird Pokémon packs a pretty interesting and mean wallop. Its first attack, Wildfire, allows you to discard cards from your opponent's deck equal to the number of Fire Energy cards you discard from Moltres. In combination with cards like Energy Retrieval, this could be a dangerous attack. Its second attack, Dive Bomb, does a whopping 80 damage for 4 coins, but only if you flip heads on a coin toss. Still, that's a lot of damage, and it makes Moltres a Pokémon to keep an eye out for.

remote island

Sorry, we're not allowed to say what island, but it's not Rhode Island.

Misty's Favorites

Fossil has 14 Water Pokémon that Misty would just squeal over (well, maybe not Psyduck). Half of these are Basic Pokémon, and all of them are brand new. For example:

Articuno

Sure to be a favorite, this rare Basic Pokémon has 70 Hit Points and two great attacks.

Freeze Dry does 30 damage for ☄☄☄ and then has you flip a coin to see if the Defending Pokémon is Paralyzed;

Blizzard costs one more ☄, does 50 damage, and has you flip a coin to see whose Benched Pokémon, yours or your opponent's, will each take 10 damage!

But that's not all. **Articuno** has *no* Weakness, *plus* it has Resistance to Fighting Pokémon, so it's likely to last a long time in most fights.

Psyduck

Making its appearance at last, **Psyduck** should be a challenging card to play because each of its attacks needs a different kind of Energy to work.

Headache is an exciting attack: for ☄, your opponent can't play Trainer cards on his or her next turn. For ☄, the **Fury Swipes** attack allows you to flip three coins and do 10 damage for each heads.

Best of all, **Psyduck** evolves into

Golduck, which also uses both types of Energy.

For ☄, **Golduck** can use **Psyshock** for 10 damage and a chance to Paralyze the Defending Pokémon.

For ☄☄☄, **Golduck** gets to attack with **Hyper Beam**, doing 20 damage and discarding an Energy card attached to the Defending Pokémon!

Omanyte

This Water Pokémon is especially interesting. A common Stage 1 Pokémon, **Omanyte** evolves from a very unusual Basic Pokémon: the Mysterious Fossil Trainer card! If you choose to evolve Mysterious Fossil into **Omanyte**, you get a fun Pokémon Power:

Clairvoyance makes your opponent play with his or her hand face up, so you always know what's coming!

Plus, you can evolve **Omanyte** into **Omastar**, an uncommon Stage 2 Pokémon with a **Water Gun** attack (20+ damage) and a **Spike Cannon** that does 30 damage for each heads you flip when you flip 2 coins.

This is where a two-headed coin could really come in handy!

Brock's Favorites

The Fighting Pokémon in *Fossil* have clearly spent that two million years on the lost island practicing kicks, punches, swipes, and a whole range of great attacks! By now they must be



#9: Sandslash

This Stage 1 Evolution of Sandshrew is a strong all-around Pokémon. It has 70 Hit Points, making it reasonably beefy for a Stage 1 Pokémon. It has two very solid attacks as well. The first one is called **Slash**, and does 20 damage for ☄☄. The second attack, **Fury Swipes**, does potentially a lot more damage for ☄☄☄—you get 3 coin flips that do 20 damage each time you flip heads. That's pretty darn good for so little Energy.

really hungry for some of Brock's special Pokémon food. Eight new Fighting Pokémon are just waiting to invade your decks, and among them is the fantastic **Aerodactyl**.

Aerodactyl

This rare Stage 1 Pokémon evolves from the Mysterious Fossil Trainer card and has a Pokémon Power that's sure to stop your opponents cold:

Prehistoric Power says that no more Evolution cards can be played! If you're worried about that **Charmander** your opponent is waiting to evolve, **Aerodactyl** might be able to keep it from growing up. Of course, **Aerodactyl** will also be the last Pokémon *you* evolve for a while.

Golem

Looking to do some rock-solid damage? Well, **Golem** has a few crushing blows to hand out! This uncommon Stage 2 Pokémon (it evolves from **Graveler**, which evolves from the Basic Pokémon **Geodude**) can:

➔ continued on next page

Mysterious Fossil

works just like the Clefairy Doll Trainer card in the Base Set. You can play Mysterious Fossil just like a Basic Pokémon, but if your opponent **Knocks Out** the Mysterious Fossil, he or she does not get a Prize. The cool part about Mysterious Fossil is that you can evolve it...in three different directions (like Eevee from the *Jungle* set). You just place one of the Stage 1 Pokémon that evolves from Mysterious Fossil (**Omanyte**, **Aerodactyl**, or **Kabuto**) on top of it and it becomes a full-fledged Pokémon.



Cool Tricks:

You can put *two* Defenders on Golem to keep it from being **Knocked Out** when it **Selfdestructs**. Then Golem can **Selfdestruct** again next turn, possibly wiping out your opponent's entire Bench. Plus, those Defenders will subtract 20 damage each from whatever attack your opponent throws at Golem on his or her next turn.

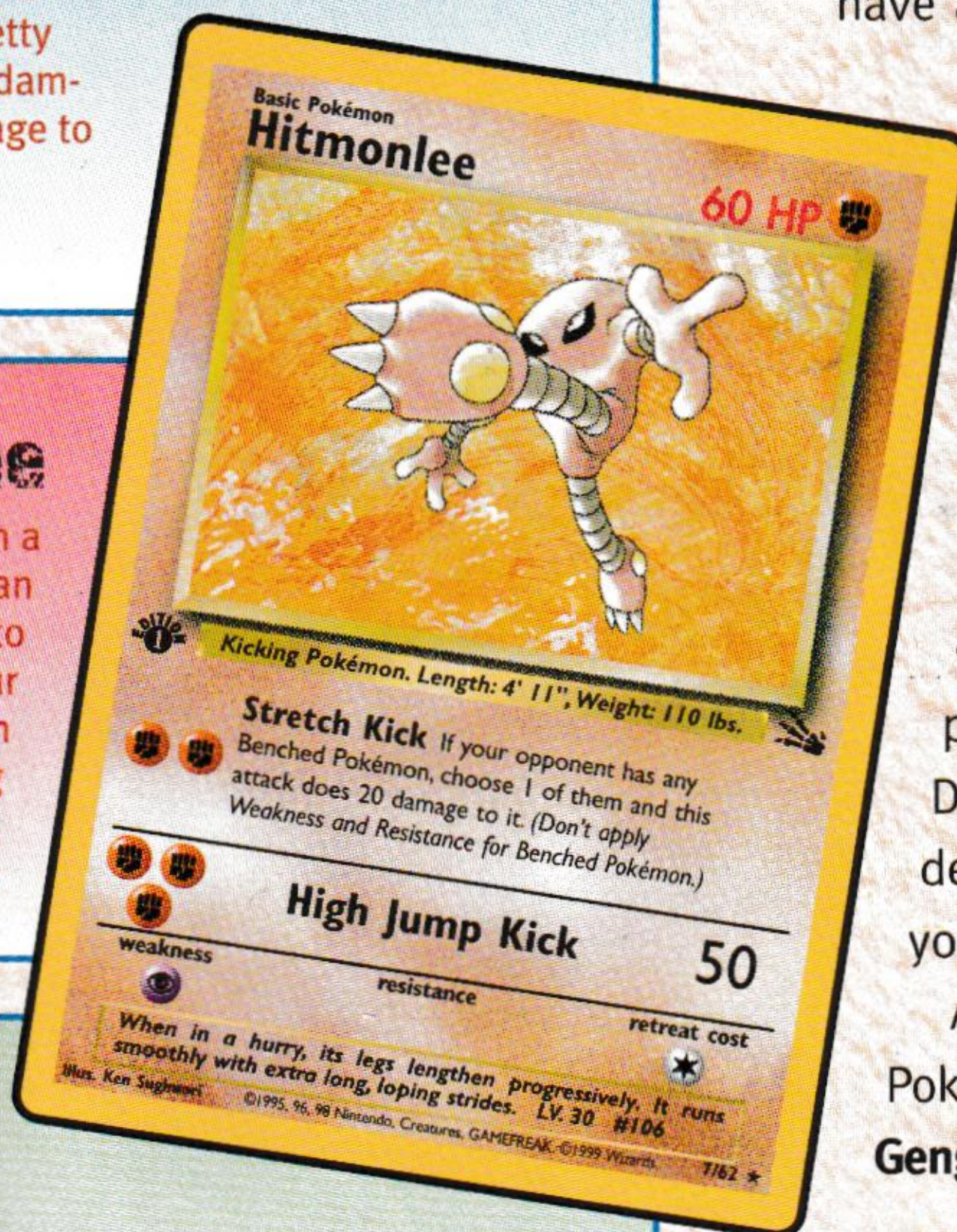


#8: Hypno

This Pokémon evolves from Drowzee and has some nifty abilities. Its first attack isn't an attack so much as an interesting deck manipulation ability. Named "Prophecy," the attack lets you rearrange the top 3 cards of either your deck or your opponent's deck. Not only can you unclog things for yourself, you can really hinder your opponent. Hypno's second attack, Dark Mind, is pretty nice as well. It does 30 damage, plus 10 more damage to a Benched Pokémon of your choice.

#7: Hitmonlee

This Basic Pokémon resembles Hitmonchan, but works in a totally different way. This 60 Hit Point Pokémon has an attack called Stretch Kick that (for ☹☹) does 20 damage to a Benched Pokémon. Its attack completely ignores your opponent's Defending Pokémon. The second attack, High Jump Kick, does a solid 50 damage to the Defending Pokémon for ☹☹☹. If you have a Fighting deck, give Hitmonlee a try.



#6: Haunter

This Stage 1 Pokémon has only 50 Hit Points, but is one of the most difficult Pokémon in the game to Knock Out. Its Pokémon Power, Transparency, keeps it safe from harm half the time. Flip heads after an attack on Haunter and the attack simply doesn't work. That means Haunter will stick around much longer than other 50 Hit Point Pokémon. Its Nightmare attack does 10 damage and also puts the Defending Pokémon to Sleep.



Avalanche for 60 damage (at a cost of ☹☹☹☹), which is pretty good. But it's small compared to its second attack:

Selfdestruct does 100 damage to the Defending Pokémon, 100 damage to **Golem** itself, and 20 damage to each Benched Pokémon on each player's Bench! Used wisely, **Golem** can Knock Out more than one of your opponent's Pokémon at the same time.

Cool Tricks:

If Dark Mind will do more than enough damage to Knock Out your opponent's Defending Pokémon, use **Curse** to move a damage counter from that Pokémon to one of your opponent's Benched Pokémon. Then add another 10 damage to that Benched Pokémon when you use Dark Mind. With this trick, Gengar should be Knocking Out Pokémon left and right.

Even some of the smaller Fighting Pokémon have exciting new attacks.

Geodude

It has an attack that can even Knock Out **Charizard**, if you're really lucky! **Geodude's** only attack, **Stone Barrage**, has you flip a coin until you get tails, doing 10 damage for each heads you flip.

Lightning, Psychic, and Grass

The Lightning Pokémon in *Fossil* might look familiar to the more learned Pokémon trainer—all three of them have appeared before. But **Magneton**,

Raichu, and **Zapdos** have all received some improvements and new attacks.

- **Magneton** has the same **Selfdestruct** attack that **Golem** has.
- **Magneton** and **Raichu** have more Hit Points than before.
- **Zapdos** now does only 40 points of damage to the Defending Pokémon, but it can deal 20 points of damage to all of your opponent's Benched Pokémon!

Among the six unearthed Psychic Pokémon, the rare Stage 2 Pokémon **Gengar** is bound to be a favorite find.

Gengar

With its Pokémon Power, **Curse**, **Gengar** lets you move 1 damage counter from one of your opponent's Pokémon to another. **Gengar** can also attack with **Dark Mind** for 30 damage plus 10 damage to one of your opponent's Benched Pokémon!

Hypno

Another rare Psychic Pokémon, **Hypno** has the **Dark Mind** attack, too. Plus, its **Prophecy** attack allows you to look at the top 3 cards of either player's deck and rearrange them however you want.

Grass Pokémon are usually known for their Poisoning ability—and there's plenty of that to go around in *Fossil*—but there are lots of abilities to look for in this latest patch of Grass.

- **Grimer** and **Ekans** can **Paralyze**
- **Zubat** can **Confuse**
- **Weezing** can **Selfdestruct**
- **Golbat**, **Grimer**, and **Zubat** all have some damage-reducing abilities

Best of all, there's a new Pokémon Power that's sure to muck up your opponent's decks.



Muk

This rare Stage 1 Pokémon has the Pokémon Power **Toxic Gas**, which stops all other Pokémon Powers from working! Goodbye, Rain Dance! So long, Damage Swap! All those decks that depend on Pokémon Powers could grind to a halt because of **Muk's** unpleasant smell.

Two million years without taking a bath will do that to you!

Digging for Fire

There's not much Fire among the fossils (only two Pokémon), and you've seen one of them before. **Magmar** returns with a couple of new attacks. But the exciting new addition is **Moltres**.

Moltres

This rare Basic Pokémon has two attacks, both of which *can* be devastating:

Wildfire costs only ⚡, but you'll want to have as much Fire Energy attached to it as possible. Why? Because for every one you discard, you get to discard a card from the top of your opponent's deck!

Dive Bomb *can* be great—if you flip heads. It does 80 damage but makes you flip a coin. If you get tails, Dive Bomb does nothing (which means it bombed, right?).

Bill's Favorites

Finally, *Fossil* has two new Colorless Pokémon. Both of them are rare, both of them have Pokémon Powers, and both of them are sure to end up in one of your decks.

Dragonite

With 100 Hit Points, Resistance to Fighting Pokémon, a cheap Retreat Cost (only ⚡!), no Weakness, a great attack, and a Pokémon Power, **Dragonite** has it all!

Slam costs ⚡⚡⚡⚡. You flip 2 coins and do 40 damage times each heads!

Step In, Dragonite's Pokémon Power, lets you switch Dragonite with your Active Pokémon once a turn if Dragonite is on your Bench. Could

there be a more devoted Pokémon?

Ditto

This rare Pokémon duplicates the Defending Pokémon exactly, right down to Hit Points, Weakness, attacks, and everything else. Want Ditto to stop copying? Just retreat it for ⚡ to your Bench and it turns back into Ditto. Wait until there's a different Defending Pokémon to send Ditto back into battle again!



Cool Tricks:

If Ditto is copying a Pokémon with a Special Power, here's how you can use the Special Power twice in one turn. After using the Special Power once, return Ditto to your hand with a Trainer card like Scoop Up. For your Active Pokémon, choose the Benched Pokémon with the smallest Retreat Cost. Then, replay Ditto on your Bench. Retreat your Active Pokémon, promote Ditto, and copy the Defending Pokémon again. Now you can use the Special Power one more time!

Trainer Digging Tools

The *Fossil* set has five new Trainer cards, and each of them should add something to your favorite deck. You already know about the exciting Mysterious Fossil, but check out these cool Trainer cards:

- **Mr. Fuji** lets you take one of your Benched Pokémon and all the cards attached to it and put it back into your deck—a sure lifesaver for a seriously wounded Pokémon!

➡ continued on next page

#5: Psyduck

This Basic Water Pokémon is unique in that it uses Psychic Energy for one of its attacks (hence its name, Psyduck). Its first attack, **Headache**, does no damage but prevents your opponent from playing any Trainer cards during his or her next turn. This can be a handy tactic, especially if your opponent uses a lot of Trainers. Psyduck's second attack, **Fury Swipes**, requires 1 Water Energy. You get to flip 3 coins and do 10 damage per head flip. All in all, Psyduck is one of the most solid Basic Pokémon in the *Fossil* set.



#4: Raichu

Pikachu's Evolution makes another appearance in the *Fossil* set, and it's ready for action! It has 90 Hit Points, a healthy amount for a Stage 1 Evolution. It has only one attack, but it's a pretty darn good one. For ⚡⚡⚡⚡, Raichu can use **Gigashock**! This attack does 30 damage plus 10 more damage to 3 Benched Pokémon. A few hits from Gigashock will really disrupt any Bench, especially if damaged Pokémon are already on it when Raichu comes into play.

#3: Energy Search

This isn't a Pokémon, but it *is* one of the best cards in the whole set! This Trainer card enables you to search your deck for an Energy card. It seems simple and it is simple...and that's what makes the card so good. Put 4 in a deck, and you will always have an Energy card when you need one.



Cool Tricks:

If Gambler is the last card in your hand, you won't have any cards to shuffle back into your deck. So, at worst, you get to replace Gambler with a new card. If all you have in your hand are Energy cards, using Gambler can be just like using the Base Set Trainer card Maintenance.



- **Energy Search** lets you get a basic Energy card out of your deck and put it into your hand.
- **Gambler** lets you shuffle your hand back into your deck and then flip a coin. On heads, you get 8 new cards; on tails, only 1.
- **Recycle** also asks you to flip a coin. On heads, you put a card from your discard pile on top of your deck. This is a great way to get a favorite Pokémon back!

So what are you waiting for? There's Pokémon in them thar hills, though you might have to dig a little to find them!

About the author:

Michael G. Ryan and his fiancée, Janell Toppen, are pretty sure they'll receive lots of **Pokémon** cards as wedding gifts.

Pokémonus Identificus:

What's in a Name?

It's easy to figure out where some names come from: Ditto copies other Pokémon. Moltres is hot, hot, hot—like molten lava. And Muk is made of...well, muck. But a few others might not be quite so obvious. —MGR

Cloyster—Not too hard: clam + oyster = Cloyster. After all, it *is* a Bivalve Pokémon.



Ekans—A little more challenging...until you look at the name backward. Same story with **Arbok** (with a ssssssmall ssssspelling change).



Golem—This is actually a name from folklore—the golem (say it "GO lum") was a statue-like creation that came to life.



Hitmonlee—A relative of Hitmonchan, the Punching Pokémon. Hitmonlee, the Kicking Pokémon, gets its name from the most famous martial artist of all time. We don't ever expect to see Hitmonseagal.

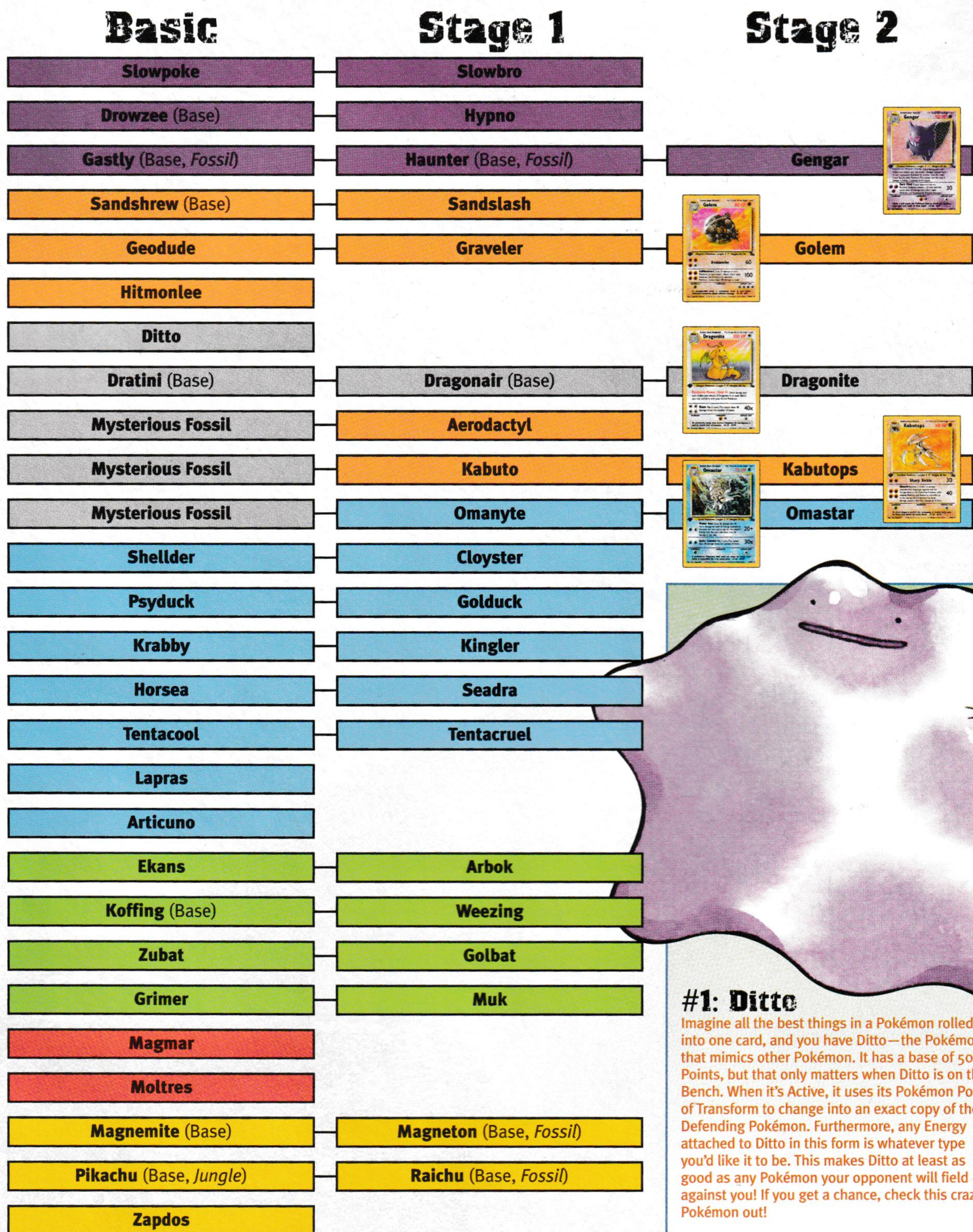


#2: Gengar

This is one scary Pokémon, so it's a good thing that it's a Stage 2 Evolution of Haunter. It has one attack, **Dark Mind**, but it's powerful. For ●●●●, it does 30 damage, plus 10 more damage to a Benched Pokémon of your choice. Once per turn, however, it can use its special Pokémon Power, **Curse**. **Curse** lets you move 1 damage counter from a Pokémon your opponent controls to another Pokémon, even if it **Knocks Out** that Pokémon. This Power can be dangerous, especially with multiple Gengars in play.

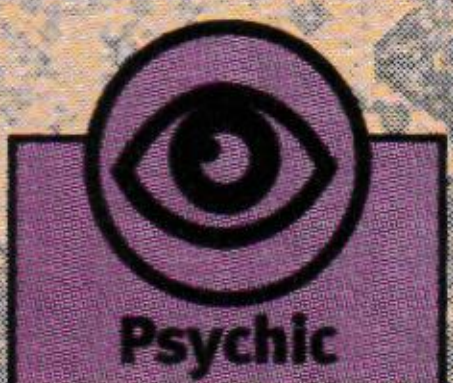
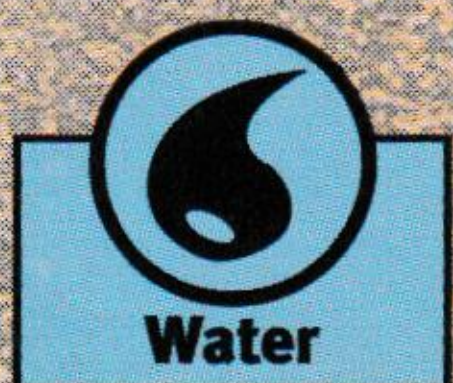
Fossil Family Tree

Fossil has lots of new Pokémon that evolve from Pokémon in other sets. Here's the breakdown of how the Fossil Pokémon evolve.



#1: Ditto

Imagine all the best things in a Pokémon rolled into one card, and you have Ditto—the Pokémon that mimics other Pokémon. It has a base of 50 Hit Points, but that only matters when Ditto is on the Bench. When it's Active, it uses its Pokémon Power of Transform to change into an exact copy of the Defending Pokémon. Furthermore, any Energy attached to Ditto in this form is whatever type you'd like it to be. This makes Ditto at least as good as any Pokémon your opponent will field against you! If you get a chance, check this crazy Pokémon out!



Theme Decks

by Glenn Elliott & Shawn F. Carnes

Bodyguard

"Bodyguard" is a deck built around Pokémon that are tough to **Knock Out**. There are two main reasons these Pokémon are so tough: either they are able to heal themselves, or they can reduce the damage they take. Both abilities can save your Pokémon, but they are useful in different situations.



Heal Your Pokémon

Bulbasaur, **Zubat**, and **Golbat** can heal themselves while still doing damage to your opponent's Defending Pokémon. As long as your opponent can't **Knock Out** these Pokémon in a single blow, they usually stay in a fight for a long time. And if they start to fall behind in the battle, just use a **Potion** or **Super Potion** to bring them back to full health!

None of these Pokémon are particularly beefy, and their attacks don't do a lot of damage, so you can't rely on them as your only strategy. These are the Pokémon you want to have when

your opponent's Active Pokémon doesn't have a very powerful attack. Their healing abilities will keep them in the battle while they whittle your opponent's Pokémon down to nothing.

Reduce That Damage

Onix, **Grimer**, and **Graveler** all reduce the damage they take. There is a downside to this

ability, though—reducing the amount of damage they take counts as their attack, so they can't damage your opponent's Pokémon when they are using this attack.

Grimer's Minimize ability is different from **Onix's** and **Graveler's Harden** ability. **Minimize** reduces the amount of damage done to **Grimer** by 20 points, so it will always have an effect on an attack. **Harden** prevents all damage done to **Onix** or **Graveler** as long as that damage is 30 or less. But if your opponent's Pokémon does more than 30 damage, **Harden** has no effect. Most of the time, the **Minimize** ability is as good as or better than **Harden** is. But if your oppo-

nent's Pokémon attack does exactly 30 damage, you'll want to retreat **Grimer** and put

Onix or **Graveler** out. These are

the Pokémon you want when you just need to survive for a while and you're stalling. **Onix**, with so many Hit Points, is particularly good at stalling while you prepare a new attack.

minimize

"I shall call this power... mini-mize."

harden

An "onyx" is a type of stone, and **Onix** is solid as a rock!

Use Trainer Power

Potions and **Super Potions** are your main resource for healing your Pokémon, but don't be afraid to use **Pokémon Center**, too. You lose all the Energy attached to the Pokémon you heal, but that's usually better than letting the Pokémon get **Knocked Out**.

Professor Oak is a helpful guy to

have around. He's especially good when you don't have any other cards in your hand. That's the time to play him! Use

Professor Oak to get more Energy cards

Bodyguard

Pokémon (23)

- 2 Bulbasaur
- 3 Geodude
- 2 Golbat
- 2 Graveler
- 4 Grimer
- 4 Koffing
- 1 Muk
- 1 Onix
- 4 Zubat

Trainers (9)

- 1 Pokémon Center
- 4 Potion
- 2 Professor Oak
- 2 Super Potion

Energy (28)

- 12 Fighting Energy
- 16 Grass Energy

if you've run out, or to get more Pokémon if you're running low. Playing **Professor Oak** might bring you that **Potion** or **Super Potion** when you need some healing.

How to Win

Winning with "Bodyguard" is a battle of attrition. You slowly wear your opponent's Pokémon down while keeping your own Pokémon healthy as long as possible. The longer the battle lasts, the better chance you have to win!



Lock Down

The main idea of this deck is to use your Pokémon to prevent your opponent's Pokémon from attacking. Normally, a deck like this would welcome **Sandshrew** and its Evolution **Sandslash**, but they're Fighting Pokémon, and there's no Fighting Energy in this deck. "Lock Down" uses Water and Fire Pokémon to achieve its goals, and it uses other supporting Pokémon to ensure that the lock down leads to a **Knock Out**!

Know Your Pokémon

The most important Pokémon in this deck are the Water Pokémon **Horsea** with its Evolution **Seadra**, and **Magmar**, a new version of the Fire Pokémon from the *Fossil* set. Their attacks, if successful, prevent the opposing Pokémon from attacking next turn. This kind of attack will stop any Pokémon, no matter how scary it is. The only problem with these attacks is that they aren't 100 percent reliable. For the effect to work, you'll need a lucky coin flip.

Lock Down

Pokémon (21)

- 4 Horsea
- 4 Krabby
- 2 Kingler
- 1 Lapras
- 2 Magmar (*Fossil* version)
- 3 Ponyta
- 2 Seadra
- 3 Vulpix

Trainers (11)

- 2 Bill
- 1 Energy Search
- 1 Full Heal
- 1 Gambler
- 2 Potion
- 2 Super Potion
- 2 Switch

Energy (28)

- 14 Fire Energy
- 14 Water Energy

Water gun
Of course it's not a real gun.
That might get us sued.

The other Pokémon in "Lock Down" provide good, solid support. **Krabby** (and its Evolution **Kingler**) are the backbone of the deck. You can always rely on them to do the job. **Vulpix** and **Ponyta** do the same thing on the Fire side, giving "Lock Down" a good balance. **Lapras** is also in the deck. It's a hologram Water Pokémon from the *Fossil* set. **Lapras** gives you a nifty **Water Gun** attack—and a lot of Water-based decks use that.

New Trainers Will Help You

The Trainer cards in the deck are special, too, because some of them are new in *Fossil*. **Gambler** is an interesting one. If your flip is successful, you get an effect even better than the one **Professor Oak** provides! Also, **Energy Search** is a very useful card. It enables



Lapras provides Water-based decks with useful attack options.

you to search your deck and put one basic Energy card in your hand. Don't underestimate the card's power! It can make a big difference in a game, because it thins out your deck and gets you the Energy card you need. A thinner deck means you'll get the cards you need more quickly. The other Trainers in the deck are standard but effective ones. **Super Potion** and **Potion** are great for keeping a Pokémon in play, while **Bill** puts extra cards in your hand.

If You're Customizing...

The advanced version of this deck narrows the focus, concentrating on the "Lock Down" element. It reduces the number of **Ponytas** and **Vulpixes** and adds more **Magmars**. The Water Pokémon stay the same, but the Trainer cards change quite a bit. Three additional **Energy Searches** are added. **Bill** and **Full Heal** are good cards, but can be replaced by more cards that move Pokémon around, like **Gust of Wind**.

"Lock Down" gives you a taste of what *Fossil* cards can do and shows you an effective and fun way to go about winning! Try adding some of your own cards, and maybe you can make the deck better!

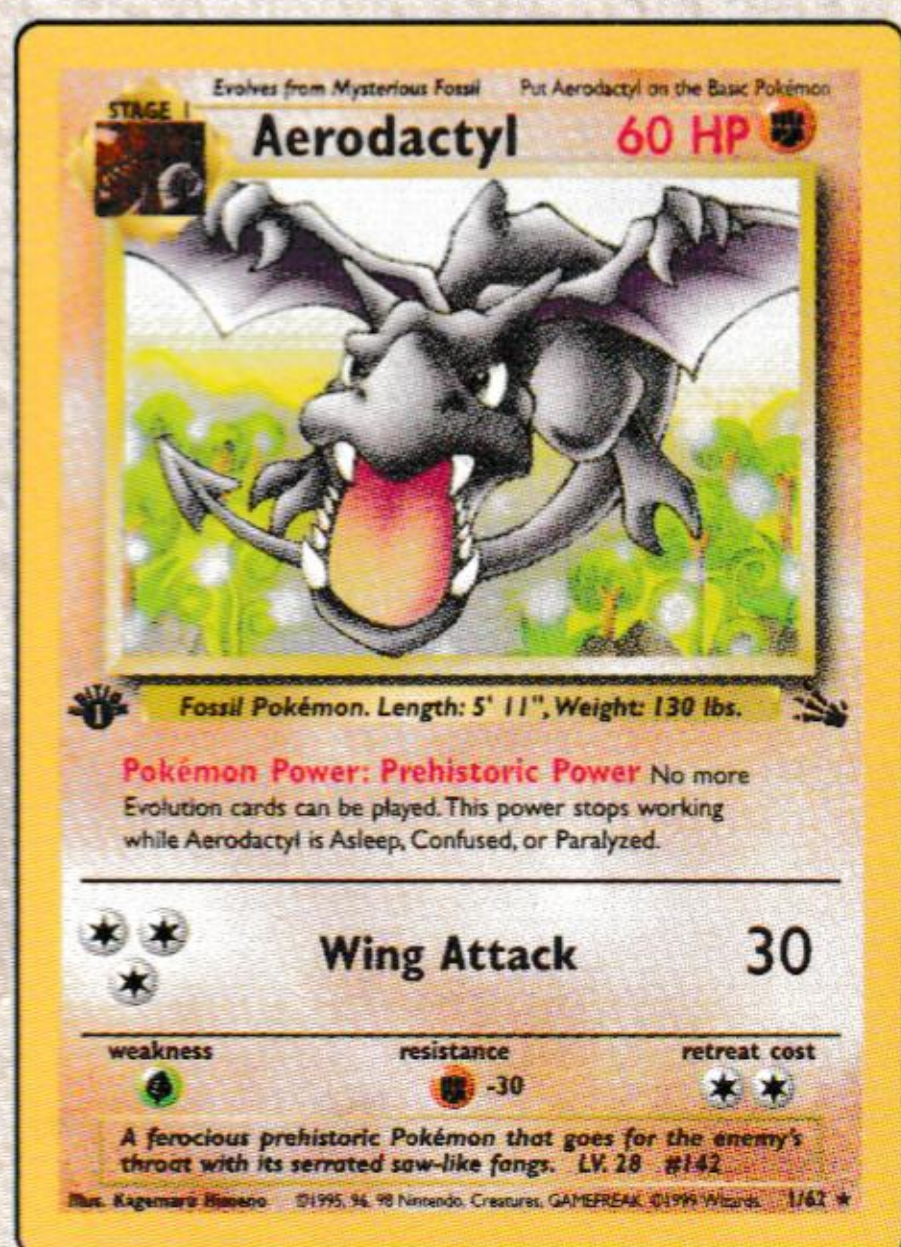


FOSSIL Encyclopedia

Here is the entire **Fossil** card set! They are arranged by card number. Underneath each card you will see the name of the card, the card number, and the rarity symbol. (When cards have two numbers, the first is for the holofoil version and the second is for the standard version.)

Cards 1–15 are holofoil.
Cards 16–30 are the normal versions of the foils.
Cards 31–62 don't have foil versions.

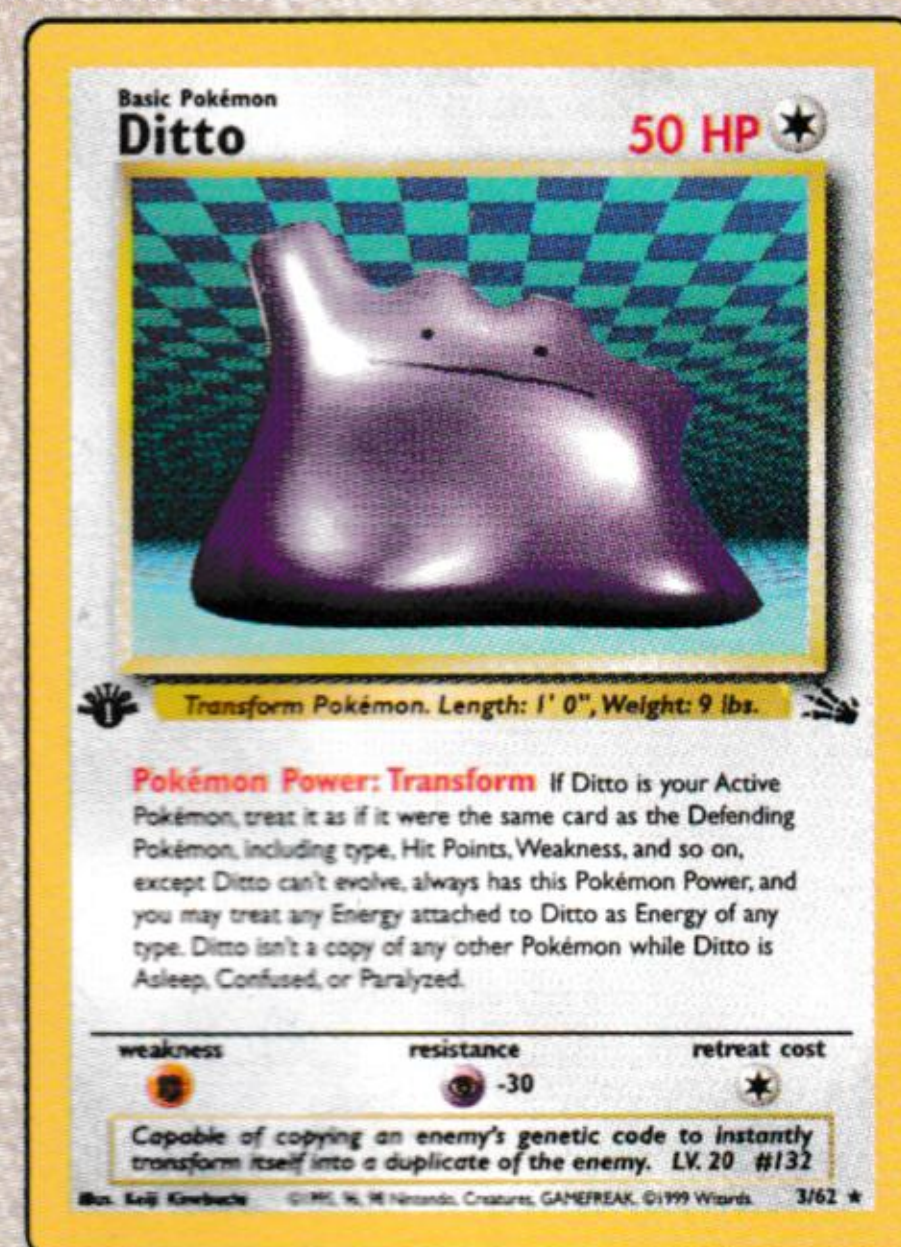
- ★ Rare holofoil
- ★ Rare
- ◆ Uncommon
- Common



Aerodactyl 1/62★, 16/62★



Articuno 2/62★, 17/62★



Ditto 3/62★, 18/62★



Dragonite 4/62★, 19/62★



Gengar 5/62★, 20/62★



Haunter 6/62★, 21/62★



Hitmonlee 7/62★, 22/62★



Hypno 8/62★, 23/62★



Kabutops 9/62★, 24/62★



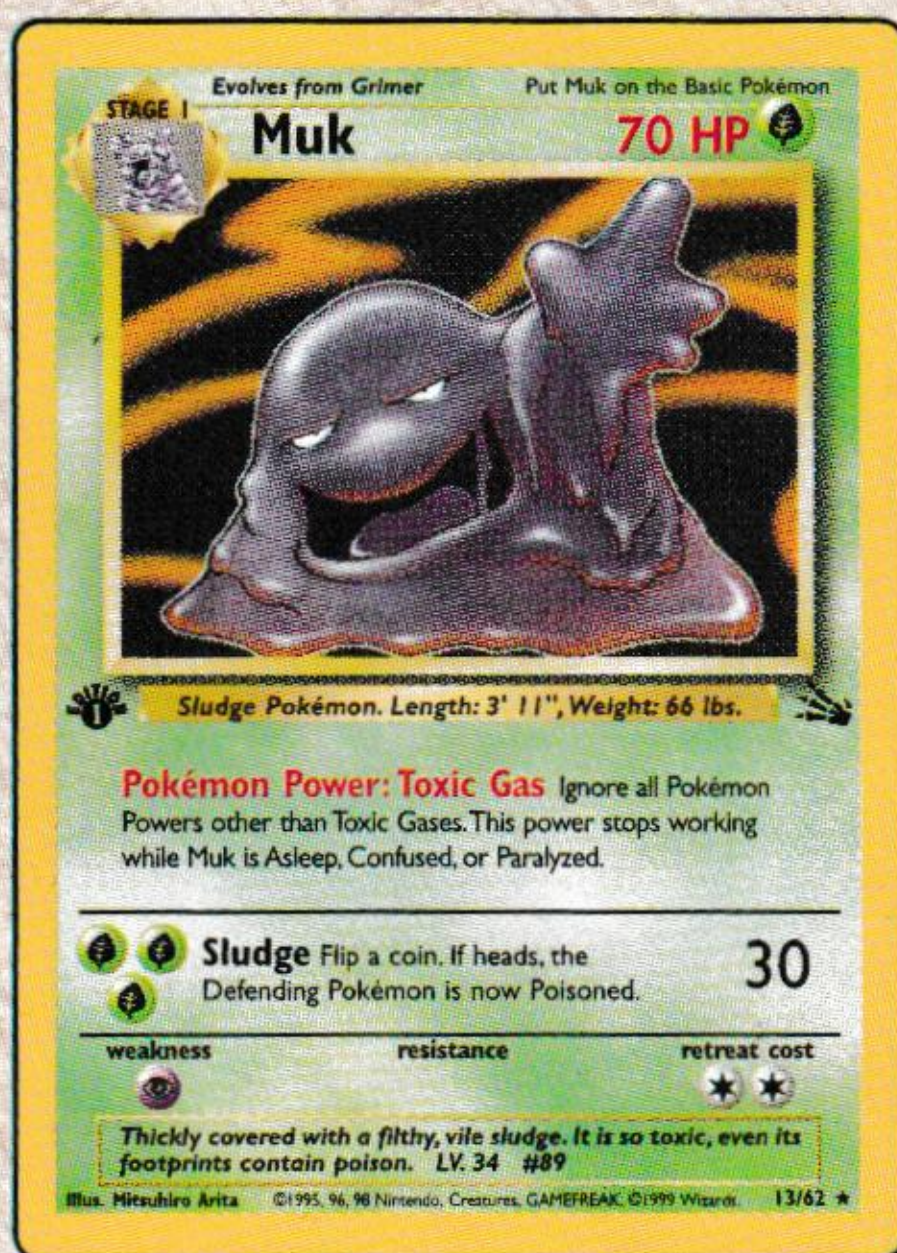
Lapras 10/62★, 25/62★



Magnetron 11/62★, 26/62★



Moltres 12/62★, 27/62★



Muk 13/62★, 28/62★



Raichu 14/62★, 29/62★



Zapdos 15/62★, 30/62★



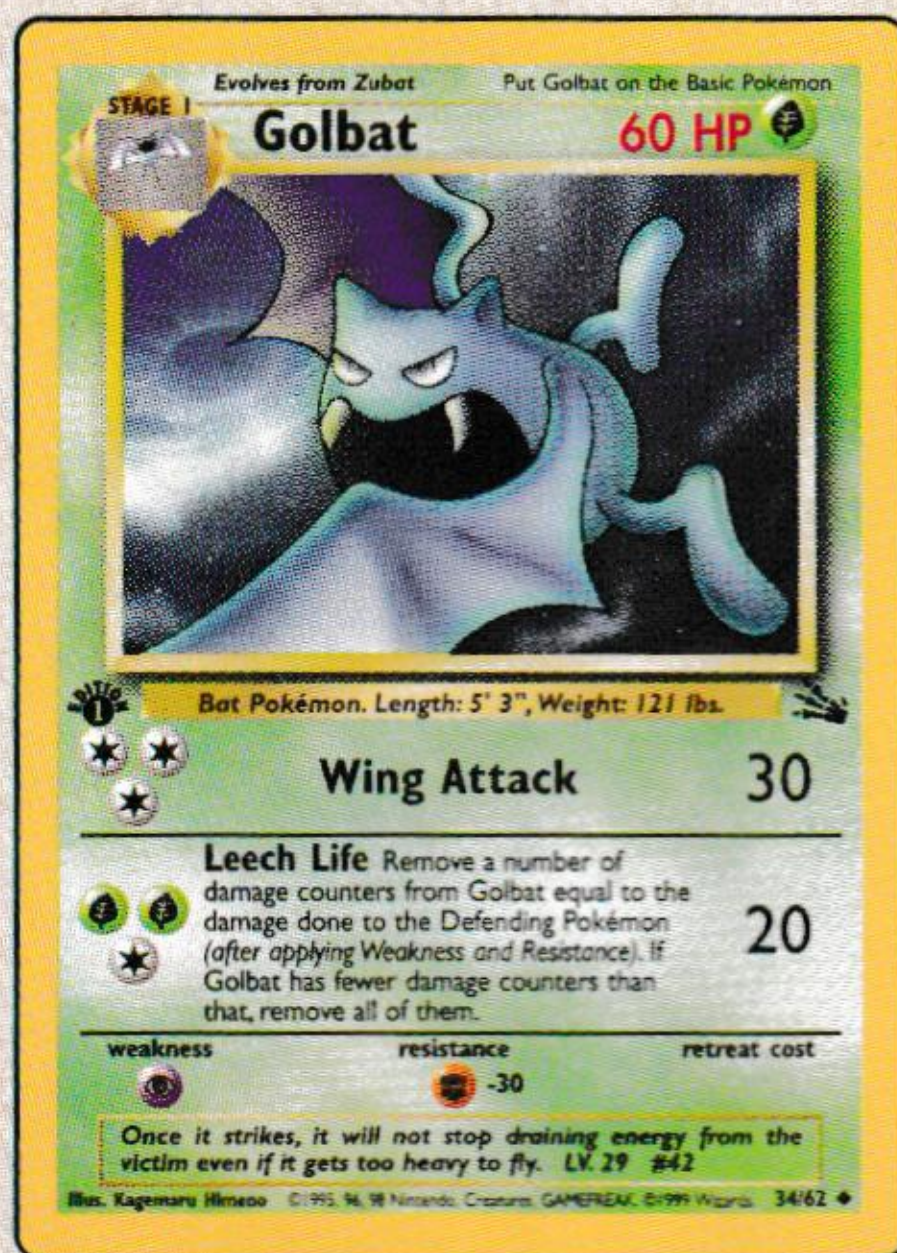
Arbok 31/62♦



Cloyster 32/62♦



Gastly 33/62♦



Golbat 34/62♦



Golduck 35/62♦



Golem 36/62♦



Graveler 37/62♦



Klingler 38/62♦



Basic Pokémon
Magmar 70 HP



Spitfire Pokémon. Length: 4' 3", Weight: 98 lbs.

Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 10

Smog Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20

weakness resistance retreat cost

Found at the mouths of volcanoes and extremely hard to spot. There are very few instances of capturing this Pokémon. LV. 31 #126

Illus. Mitsuhiro Arita ©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999 Wizards 39/62

Magmar 39/62 ♦

STAGE 2 Evolves from Omanyte Put Omanyte on the Stage 1 card
Omastar 70 HP



Spiral Pokémon. Length: 3' 3", Weight: 77 lbs.

Water Gun Does 20 damage plus 10 more damage for each Energy attached to Omastar but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. 20+

Spike Cannon Flip 2 coins. This attack does 30 damage times the number of heads. 30x

weakness resistance retreat cost

A prehistoric Pokémon that died out when its heavy shell made it impossible for it to catch prey. LV. 32 #139

Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999 Wizards 40/62

Omastar 40/62 ♦

STAGE 1 Evolves from Sandslash Put Sandslash on the Basic Pokémon card
Sandslash 70 HP



Mouse Pokémon. Length: 3' 3", Weight: 65 lbs.

Slash 20

Fury Swipes Flip 3 coins. This attack does 20 damage times the number of heads. 20x

weakness resistance retreat cost

Curts up into a spiny ball when threatened. It can roll while curled up to attack or escape. LV. 23 #28

Illus. Ken Sugimori ©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999 Wizards 41/62

Sandslash 41/62 ♦

STAGE 1 Evolves from Horsea Put Seadra on the Basic Pokémon card
Seadra 60 HP



Dragon Pokémon. Length: 3' 1", Weight: 55 lbs.

Water Gun Does 20 damage plus 10 more damage for each Energy attached to Seadra but not used to pay for this attack's Energy cost. You can't add more than 20 damage in this way. 20+

Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Seadra. 20

weakness resistance retreat cost

Capable of swimming backward by rapidly flapping its wing-like pectoral fins and stout tail. LV. 23 #117

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Seadra 42/62 ♦

STAGE 1 Evolves from Slowpoke Put Slowbro on the Basic Pokémon card
Slowbro 60 HP



Hermit Crab Pokémon. Length: 5' 3", Weight: 173 lbs.

Pokémon Power: Strange Behavior As often as you like during your turn (before your attack), you may move 1 damage counter from 1 of your Pokémon to Slowbro as long as you don't Knock Out Slowbro. This power can't be used if Slowbro is Asleep, Confused, or Paralyzed.

Psyshock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness resistance retreat cost

The Shelllder that is latched onto Slowpoke's tail is said to feed on the host's left-over scraps. LV. 24 #89

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Slowbro 43/62 ♦

STAGE 1 Evolves from Tentacool Put Tentacool on the Basic Pokémon card
Tentacruel 60 HP



Jellyfish Pokémon. Length: 5' 3", Weight: 121 lbs.

Supersonic Flip a coin. If heads, the Defending Pokémon is now Confused.

Jellyfish Sting The Defending Pokémon is now Poisoned. 10

weakness resistance retreat cost

This tentacles are normally kept short. On battle, they are extended to ensnare and immobilize prey. LV. 23 #77

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Tentacruel 44/62 ♦

STAGE 1 Evolves from Koffing Put Weezing on the Basic Pokémon card
Weezing 60 HP



Poison Gas Pokémon. Length: 3' 11", Weight: 21 lbs.

Smog Flip a coin. If heads, the Defending Pokémon is now Poisoned. 20

Selfdestruct Does 10 damage to each Pokémon on each player's Bench. (Don't apply Weakness and Resistance for Benched Pokémon.) Weezing does 60 damage to itself. 60

weakness resistance retreat cost

Where two kinds of poison gases meet, two Koffings can fuse into a Weezing over many years. LV. 23 #110

Illus. Mitsuhiro Arita ©1995, 96, 98 Nintendo, Creatures, GAMEFREAK, ©1999 Wizards 45/62

Weezing 45/62 ♦

Basic Pokémon
Ekans 40 HP



Snake Pokémon. Length: 6' 7", Weight: 15 lbs.

Spit Poison Flip a coin. If heads, the Defending Pokémon is now Poisoned.

Wrap Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 20

weakness resistance retreat cost

Moves silently and stealthily. Eats the eggs of birds such as Pidgey and Spearow whole. LV. 24 #83

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Ekans 46/62 ●

Basic Pokémon
Geodude 50 HP



Rock Pokémon. Length: 1' 4", Weight: 44 lbs.

Stone Barrage Flip a coin until you get tails. This attack does 10 damage times the number of heads. 10x

weakness resistance retreat cost

Found in fields and mountains. Mistaking them for boulders, people often step or trip on them. LV. 16 #74

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Geodude 47/62 ●

Basic Pokémon
Grimor 50 HP



Sludge Pokémon. Length: 2' 11", Weight: 66 lbs.

Nasty Goo Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10

Minimize All damage done by attacks to Grimor during your opponent's next turn is reduced by 20 (after applying Weakness and Resistance).

weakness resistance retreat cost

Appears in filthy areas. Thrives by sucking up polluted sludge that is pumped out of factories. LV. 17 #88

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Grimor 48/62 ●

Basic Pokémon
Horsea 40 HP



Dragon Pokémon. Length: 1' 4", Weight: 18 lbs.

Smokescreen If the Defending Pokémon tries to attack during your opponent's next turn, your opponent flips a coin. If tails, that attack does nothing. 10

weakness resistance retreat cost

Known to shoot down flying bugs with precision blasts of ink from the surface of the water. LV. 19 #116

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Horsea 49/62 ●

STAGE 1 Evolves from Mysterious Fossil Put Kabuto on the Basic Pokémon card
Kabuto 30 HP



Shellfish Pokémon. Length: 1' 8", Weight: 25 lbs.

Pokémon Power: Kabuto Armor Whenever an attack (even your own) does damage to Kabuto (after applying Weakness and Resistance), that attack only does half the damage to Kabuto (rounded down to the nearest 10). (Any other effects of attacks still happen.) This power stops working while Kabuto is Asleep, Confused, or Paralyzed.

Scratch 10

weakness resistance retreat cost

A Pokémon that was resurrected from a fossil found in what was once the ocean floor eons ago. LV. 9 #140

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Kabuto 50/62 ●



Krabby

51/62 ●



Omanyte

52/62 ●



Psyduck

53/62 ●



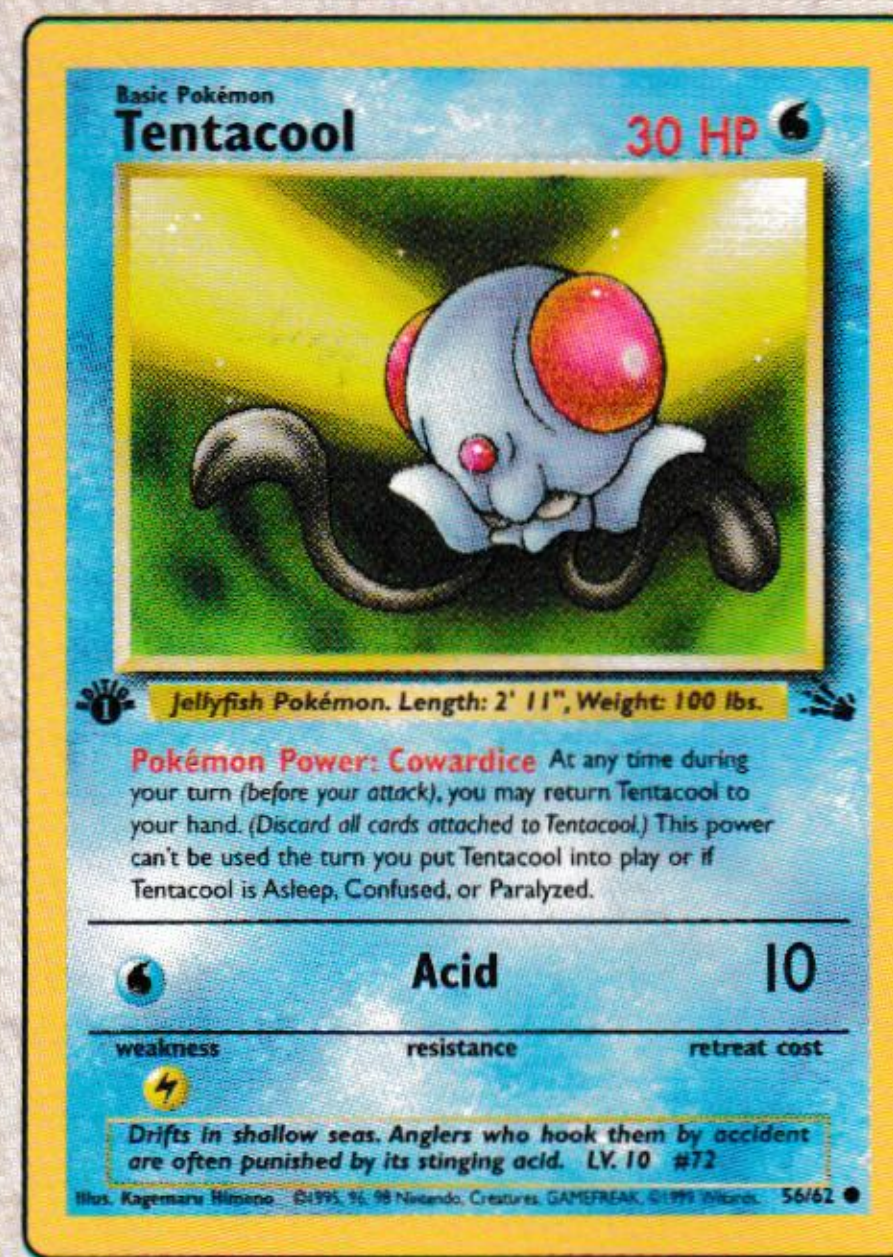
Shellder

54/62 ●



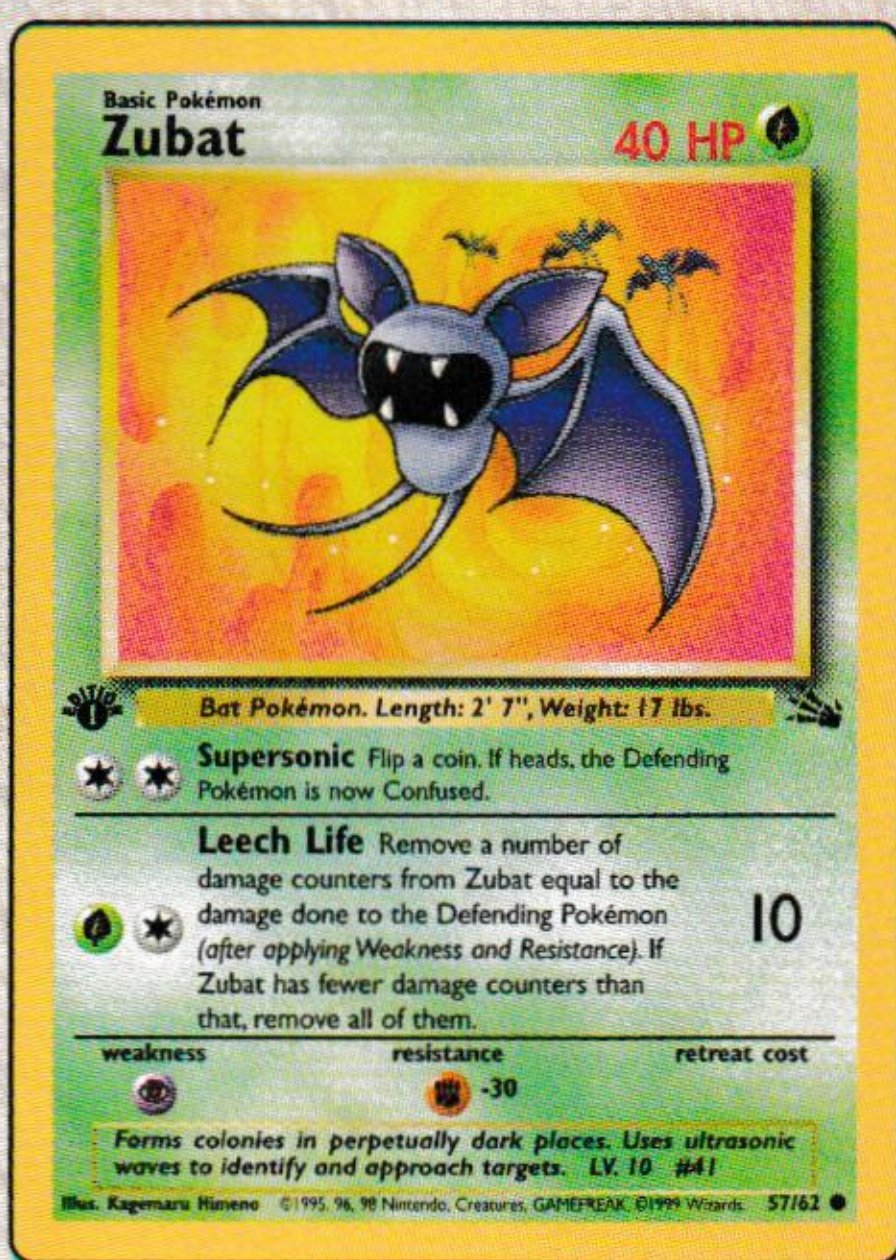
Slowpoke

55/62 ●



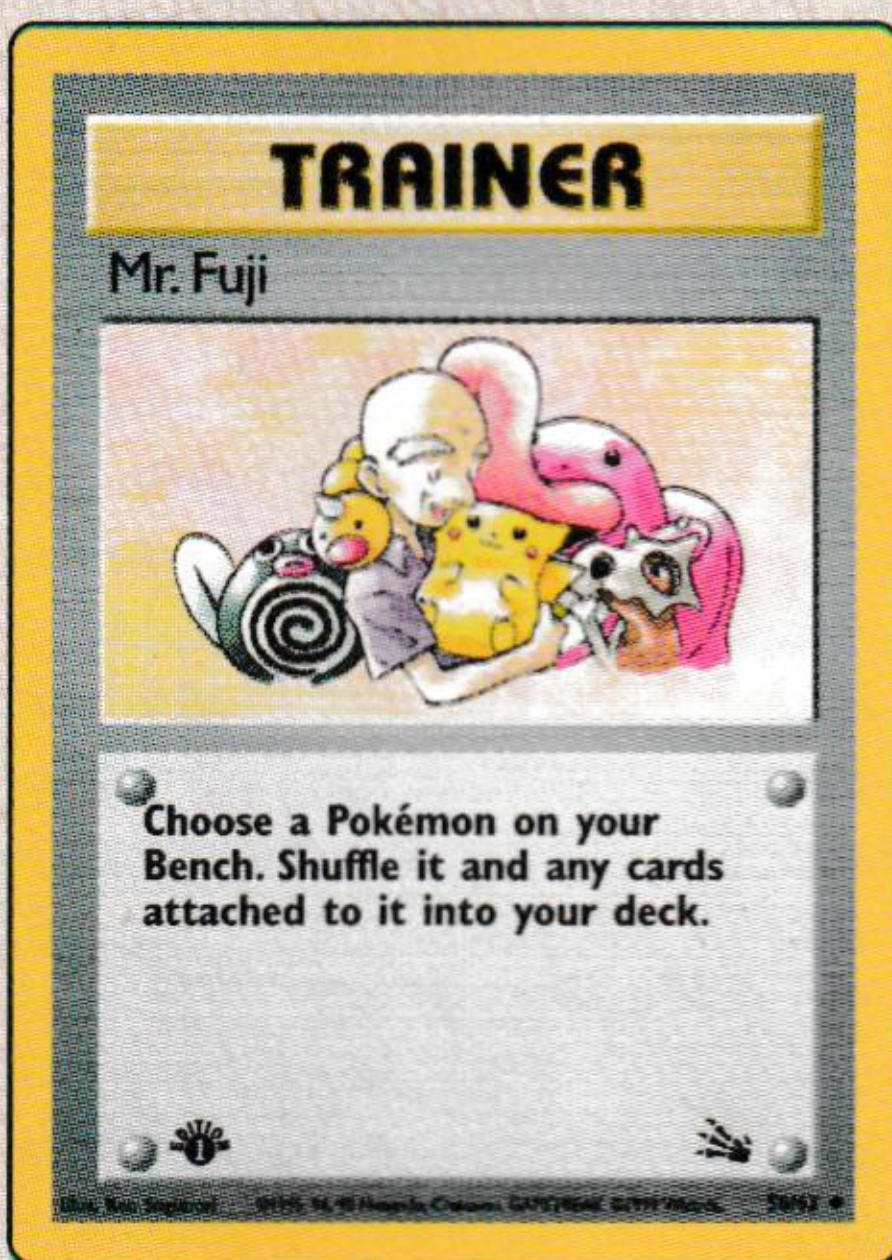
Tentacool

56/62 ●



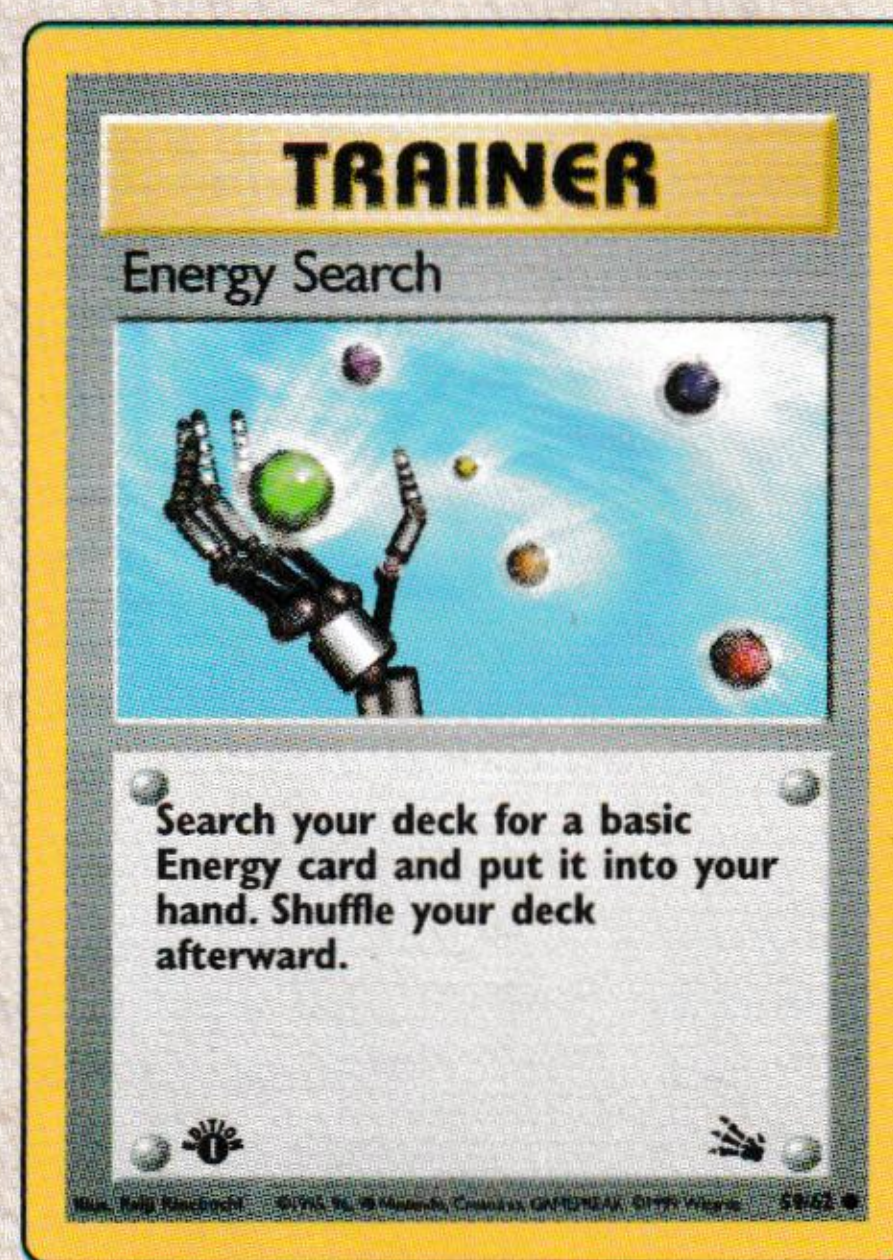
Zubat

57/62 ●



Mr. Fuji

58/62 ♦



Energy Search

59/62 ●



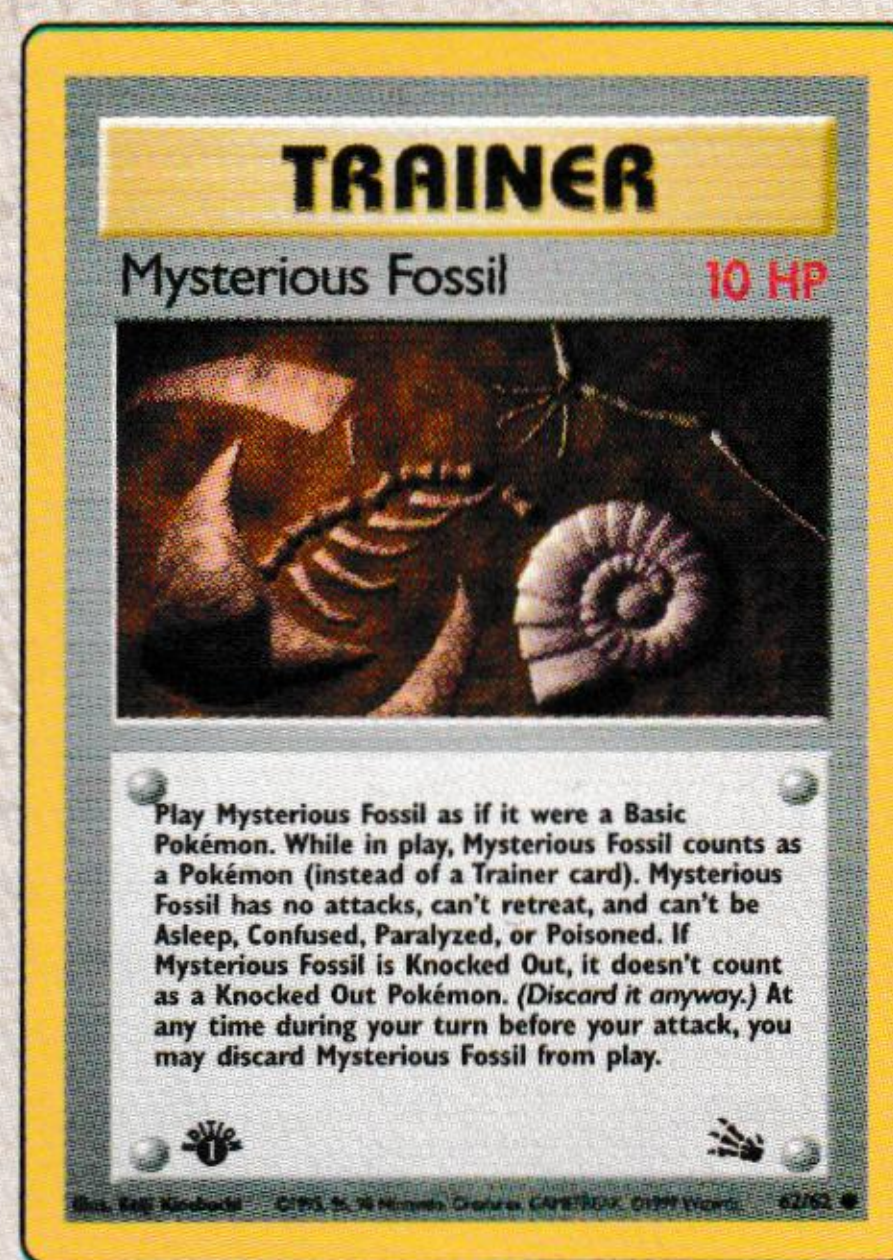
Gambler

60/62 ●



Recycle

61/62 ●



Mysterious Fossil

62/62 ●



COMING

POKÉMON™

★ Rare holofoil ★ Rare ◆ Uncommon ● Common

Base Set Cards

1/102★	Alakazam	Psi Pokémon—Stage 2	52/102●	Machop	Superpower Pokémon—Basic
2/102★	Blastoise	Shellfish Pokémon—Stage 2	53/102●	Magnemite	Magnet Pokémon—Basic
3/102★	Chansey	Egg Pokémon—Basic	54/102●	Metapod	Cocoon Pokémon—Stage 1
4/102★	Charizard	Flame Pokémon—Stage 2	55/102●	Nidoran ♂	Poison Pin Pokémon—Basic
5/102★	Clefairy	Fairy Pokémon—Basic	56/102●	Onix	Rock Snake Pokémon—Basic
6/102★	Gyarados	Atrocious Pokémon—Stage 1	57/102●	Pidgey	Tiny Bird Pokémon—Basic
7/102★	Hitmonchan	Punching Pokémon—Basic	58/102●	Pikachu	Mouse Pokémon—Basic
8/102★	Machop	Superpower Pokémon—Stage 2	59/102●	Poliwag	Tadpole Pokémon—Basic
9/102★	Magneton	Magnet Pokémon—Stage 1	60/102●	Ponyta	Fire Horse Pokémon—Basic
10/102★	Mewtwo	Genetic Pokémon—Basic	61/102●	Rattata	Rat Pokémon—Basic
11/102★	Nidoking	Drill Pokémon—Stage 2	62/102●	Sandshrew	Mouse Pokémon—Basic
12/102★	Ninetales	Fox Pokémon—Stage 1	63/102●	Squirtle	Tiny Turtle Pokémon—Basic
13/102★	Poliwrath	Tadpole Pokémon—Stage 2	64/102●	Starmie	Mysterious Pokémon—Stage 1
14/102★	Raichu	Mouse Pokémon—Stage 1	65/102●	Staryu	Starshape Pokémon—Basic
15/102★	Venusaur	Seed Pokémon—Stage 2	66/102●	Tangela	Vine Pokémon—Basic
16/102★	Zapdos	Electric Pokémon—Basic	67/102●	Voltorb	Ball Pokémon—Basic
17/102★	Beedrill	Poison Bee Pokémon—Stage 2	68/102●	Vulpix	Fox Pokémon—Basic
18/102★	Dragonair	Dragon Pokémon—Stage 1	69/102●	Weedle	Hairy Bug Pokémon—Basic
19/102★	Dugtrio	Mole Pokémon—Stage 1	70/102★	Clefairy Doll	Trainer
20/102★	Electabuzz	Electric Pokémon—Basic	71/102★	Computer Search	Trainer
21/102★	Electrode	Ball Pokémon—Stage 1	72/102★	Devolution Spray	Trainer
22/102★	Pidgeotto	Bird Pokémon—Stage 1	73/102★	Impostor Professor Oak	Trainer
23/102◆	Arcanine	Legendary Pokémon—Stage 1	74/102★	Item Finder	Trainer
24/102◆	Charmeleon	Flame Pokémon—Stage 1	75/102★	Lass	Trainer
25/102◆	Dewgong	Sea Lion Pokémon—Stage 1	76/102★	Pokémon Breeder	Trainer
26/102◆	Dratini	Dragon Pokémon—Basic	77/102★	Pokémon Trader	Trainer
27/102◆	Farfetch'd	Wild Duck Pokémon—Basic	78/102★	Scoop Up	Trainer
28/102◆	Growlithe	Puppy Pokémon—Basic	79/102★	Super Energy Removal	Trainer
29/102◆	Haunter	Gas Pokémon—Stage 1	80/102◆	Defender	Trainer
30/102◆	Ivysaur	Seed Pokémon—Stage 1	81/102◆	Energy Retrieval	Trainer
31/102◆	Jynx	Human Shape Pokémon—Basic	82/102◆	Full Heal	Trainer
32/102◆	Kadabra	Psi Pokémon—Stage 1	83/102◆	Maintenance	Trainer
33/102◆	Kakuna	Cocoon Pokémon—Stage 1	84/102◆	PlusPower	Trainer
34/102◆	Machoke	Superpower Pokémon—Stage 1	85/102◆	Pokémon Center	Trainer
35/102◆	Magikarp	Fish Pokémon—Basic	86/102◆	Pokémon Flute	Trainer
36/102◆	Magmar	Spitfire Pokémon—Basic	87/102◆	Pokédex	Trainer
37/102◆	Nidorino	Poison Pin Pokémon—Stage 1	88/102◆	Professor Oak	Trainer
38/102◆	Poliwhirl	Tadpole Pokémon—Stage 1	89/102◆	Revive	Trainer
39/102◆	Porygon	Virtual Pokémon—Basic	90/102◆	Super Potion	Trainer
40/102◆	Raticate	Rat Pokémon—Stage 1	91/102●	Bill	Trainer
41/102◆	Seel	Sea Lion Pokémon—Basic	92/102●	Energy Removal	Trainer
42/102◆	Wartortle	Turtle Pokémon—Stage 1	93/102●	Gust of Wind	Trainer
43/102●	Abra	Psi Pokémon—Basic	94/102●	Potion	Trainer
44/102●	Bulbasaur	Seed Pokémon—Basic	95/102●	Switch	Trainer
45/102●	Caterpie	Worm Pokémon—Basic	96/102◆	Double Colorless Energy	Energy
46/102●	Charmander	Lizard Pokémon—Basic	97/102●	Energy	Basic Energy
47/102●	Diglett	Mole Pokémon—Basic	98/102●	Energy	Basic Energy
48/102●	Doduo	Twin Bird Pokémon—Basic	99/102●	Energy	Basic Energy
49/102●	Drowzee	Hypnosis Pokémon—Basic	100/102●	Energy	Basic Energy
50/102●	Gastly	Gas Pokémon—Basic	101/102●	Energy	Basic Energy
51/102●	Koffing	Poison Gas Pokémon—Basic	102/102●	Energy	Basic Energy

Jungle Set Cards

- ☐ 1/64★ ⚡ Clefable
- ☐ 2/64★ ⚡ Electrode
- ☐ 3/64★ 🔥 Flareon
- ☐ 4/64★ ⚡ Jolteon
- ☐ 5/64★ ⚡ Kangaskhan
- ☐ 6/64★ 🎭 Mr. Mime
- ☐ 7/64★ 🌿 Nidoqueen
- ☐ 8/64★ ⚡ Pidgeot
- ☐ 9/64★ 🌿 Pinsir
- ☐ 10/64★ 🌿 Scyther
- ☐ 11/64★ ⚡ Snorlax
- ☐ 12/64★ 💧 Vaporeon
- ☐ 13/64★ 🌿 Venomoth
- ☐ 14/64★ 🌿 Victreebel
- ☐ 15/64★ 🌿 Vileplume
- ☐ 16/64★ ⚡ Wigglytuff
- ☐ 17/64★ ⚡ Clefable
- ☐ 18/64★ ⚡ Electrode
- ☐ 19/64★ 🔥 Flareon
- ☐ 20/64★ ⚡ Jolteon
- ☐ 21/64★ ⚡ Kangaskhan
- ☐ 22/64★ 🎭 Mr. Mime
- ☐ 23/64★ 🌿 Nidoqueen
- ☐ 24/64★ ⚡ Pidgeot
- ☐ 25/64★ 🌿 Pinsir
- ☐ 26/64★ 🌿 Scyther
- ☐ 27/64★ ⚡ Snorlax
- ☐ 28/64★ 💧 Vaporeon
- ☐ 29/64★ 🌿 Venomoth
- ☐ 30/64★ 🌿 Victreebel
- ☐ 31/64★ 🌿 Vileplume
- ☐ 32/64★ ⚡ Wigglytuff

- Fairy Pokémon—Stage 1
- Ball Pokémon—Stage 1
- Flame Pokémon—Stage 1
- Lightning Pokémon—Stage 1
- Parent Pokémon—Basic
- Barrier Pokémon—Basic
- Drill Pokémon—Stage 2
- Bird Pokémon—Stage 2
- Stagbeetle Pokémon—Basic
- Mantis Pokémon—Basic
- Sleeping Pokémon—Basic
- Bubble Jet Pokémon—Stage 1
- Poisonmoth Pokémon—Stage 1
- Flycatcher Pokémon—Stage 2
- Flower Pokémon—Stage 2
- Balloon Pokémon—Stage 1
- Fairy Pokémon—Stage 1
- Ball Pokémon—Stage 1
- Flame Pokémon—Stage 1
- Lightning Pokémon—Stage 1
- Parent Pokémon—Basic
- Barrier Pokémon—Basic
- Drill Pokémon—Stage 2
- Bird Pokémon—Stage 2
- Stagbeetle Pokémon—Basic
- Mantis Pokémon—Basic
- Sleeping Pokémon—Basic
- Bubble Jet Pokémon—Stage 1
- Poisonmoth Pokémon—Stage 1
- Flycatcher Pokémon—Stage 2
- Flower Pokémon—Stage 2
- Balloon Pokémon—Stage 1

- ☐ 33/64♦ 🌿 Butterfree
- ☐ 34/64♦ ⚡ Dodrio
- ☐ 35/64♦ 🌿 Exeggutor
- ☐ 36/64♦ ⚡ Fearow
- ☐ 37/64♦ 🌿 Gloom
- ☐ 38/64♦ ⚡ Lickitung
- ☐ 39/64♦ 🌿 Marowak
- ☐ 40/64♦ 🌿 Nidorina
- ☐ 41/64♦ 🌿 Parasect
- ☐ 42/64♦ ⚡ Persian
- ☐ 43/64♦ 🌿 Primeape
- ☐ 44/64♦ 🔥 Rapidash
- ☐ 45/64♦ 🌿 Rhydon
- ☐ 46/64♦ 💧 Seaking
- ☐ 47/64♦ ⚡ Tauros
- ☐ 48/64♦ 🌿 Weepinbell
- ☐ 49/64♦ 🌿 Bellsprout
- ☐ 50/64♦ 🌿 Cubone
- ☐ 51/64♦ ⚡ Eevee
- ☐ 52/64♦ 🌿 Exeggcute
- ☐ 53/64♦ 💧 Goldeen
- ☐ 54/64♦ ⚡ Jigglypuff
- ☐ 55/64♦ 🌿 Mankey
- ☐ 56/64♦ ⚡ Meowth
- ☐ 57/64♦ 🌿 Nidoran ♀
- ☐ 58/64♦ 🌿 Oddish
- ☐ 59/64♦ 🌿 Paras
- ☐ 60/64♦ ⚡ Pikachu
- ☐ 61/64♦ 🌿 Rhyhorn
- ☐ 62/64♦ ⚡ Spearow
- ☐ 63/64♦ 🌿 Venonat
- ☐ 64/64♦ Poké Ball

- Butterfly Pokémon—Stage 2
- Triplebird Pokémon—Stage 1
- Coconut Pokémon—Stage 1
- Beak Pokémon—Stage 1
- Weed Pokémon—Stage 1
- Licking Pokémon—Basic
- Bonekeeper Pokémon—Stage 1
- Poison Pin Pokémon—Stage 1
- Mushroom Pokémon—Stage 1
- Classy Cat Pokémon—Stage 1
- Pig Monkey Pokémon—Stage 1
- Fire Horse Pokémon—Stage 1
- Drill Pokémon—Stage 1
- Goldfish Pokémon—Stage 1
- Wild Bull Pokémon—Basic
- Flycatcher Pokémon—Stage 1
- Flower Pokémon—Basic
- Lonely Pokémon—Basic
- Evolution Pokémon—Basic
- Egg Pokémon—Basic
- Goldfish Pokémon—Basic
- Balloon Pokémon—Basic
- Pig Monkey Pokémon—Basic
- Scratch Cat Pokémon—Basic
- Poison Pin Pokémon—Basic
- Weed Pokémon—Basic
- Mushroom Pokémon—Basic
- Mouse Pokémon—Basic
- Spikes Pokémon—Basic
- Tiny Bird Pokémon—Basic
- Insect Pokémon—Basic
- Trainer

Fossil Set Cards

- ☐ 1/62★ 🦕 Aerodactyl
- ☐ 2/62★ 🐉 Articuno
- ☐ 3/62★ ⚡ Ditto
- ☐ 4/62★ ⚡ Dragonite
- ☐ 5/62★ 🌿 Gengar
- ☐ 6/62★ 🌿 Haunter
- ☐ 7/62★ 🌿 Hitmonlee
- ☐ 8/62★ 🌿 Hypno
- ☐ 9/62★ 🦕 Kabutops
- ☐ 10/62★ 💧 Lapras
- ☐ 11/62★ ⚡ Magnetron
- ☐ 12/62★ 🔥 Moltres
- ☐ 13/62★ 🌿 Muk
- ☐ 14/62★ ⚡ Raichu
- ☐ 15/62★ ⚡ Zapdos
- ☐ 16/62★ 🦕 Aerodactyl
- ☐ 17/62★ 🐉 Articuno
- ☐ 18/62★ ⚡ Ditto
- ☐ 19/62★ ⚡ Dragonite
- ☐ 20/62★ 🌿 Gengar
- ☐ 21/62★ 🌿 Haunter
- ☐ 22/62★ 🌿 Hitmonlee
- ☐ 23/62★ 🌿 Hypno
- ☐ 24/62★ 🦕 Kabutops
- ☐ 25/62★ 💧 Lapras
- ☐ 26/62★ ⚡ Magnetron
- ☐ 27/62★ 🔥 Moltres
- ☐ 28/62★ 🌿 Muk
- ☐ 29/62★ ⚡ Raichu
- ☐ 30/62★ ⚡ Zapdos
- ☐ 31/62♦ 🌿 Arbok

- Fossil Pokémon—Stage 1
- Freeze Pokémon—Basic
- Transform Pokémon—Basic
- Dragon Pokémon—Stage 2
- Shadow Pokémon—Stage 2
- Gas Pokémon—Stage 1
- Kicking Pokémon—Basic
- Hypnosis Pokémon—Stage 1
- Shellfish Pokémon—Stage 2
- Transport Pokémon—Basic
- Magnet Pokémon—Stage 1
- Flame Pokémon—Basic
- Sludge Pokémon—Stage 1
- Mouse Pokémon—Stage 1
- Electric Pokémon—Basic
- Fossil Pokémon—Stage 1
- Freeze Pokémon—Basic
- Transform Pokémon—Basic
- Dragon Pokémon—Stage 2
- Shadow Pokémon—Stage 2
- Gas Pokémon—Stage 1
- Kicking Pokémon—Basic
- Hypnosis Pokémon—Stage 1
- Shellfish Pokémon—Stage 2
- Transport Pokémon—Basic
- Magnet Pokémon—Stage 1
- Flame Pokémon—Basic
- Sludge Pokémon—Stage 1
- Mouse Pokémon—Stage 1
- Electric Pokémon—Basic
- Cobra Pokémon—Stage 1

- ☐ 32/62♦ 🐉 Cloyster
- ☐ 33/62♦ 🌿 Gastly
- ☐ 34/62♦ 🌿 Golbat
- ☐ 35/62♦ 💧 Golduck
- ☐ 36/62♦ 🌿 Golem
- ☐ 37/62♦ 🌿 Graveler
- ☐ 38/62♦ 🐉 Kingler
- ☐ 39/62♦ 🔥 Magmar
- ☐ 40/62♦ 💧 Omastar
- ☐ 41/62♦ 🌿 Sandslash
- ☐ 42/62♦ 🐉 Seadra
- ☐ 43/62♦ 🌿 Slowbro
- ☐ 44/62♦ 🌿 Tentacruel
- ☐ 45/62♦ 🌿 Weezing
- ☐ 46/62♦ 🌿 Ekans
- ☐ 47/62♦ 🌿 Geodude
- ☐ 48/62♦ 🌿 Grimer
- ☐ 49/62♦ 💧 Horsea
- ☐ 50/62♦ 🌿 Kabuto
- ☐ 51/62♦ 💧 Krabby
- ☐ 52/62♦ 🌿 Omanyte
- ☐ 53/62♦ 🐉 Psyduck
- ☐ 54/62♦ 🌿 Shellder
- ☐ 55/62♦ 🌿 Slowpoke
- ☐ 56/62♦ 🌿 Tentacool
- ☐ 57/62♦ 🌿 Zubat
- ☐ 58/62♦ Mr. Fuji
- ☐ 59/62♦ Energy Search
- ☐ 60/62♦ Gambler
- ☐ 61/62♦ Recycle
- ☐ 62/62♦ Mysterious Fossil

- Bivalve Pokémon—Stage 1
- Gas Pokémon—Basic
- Bat Pokémon—Stage 1
- Duck Pokémon—Stage 1
- Megaton Pokémon—Stage 2
- Rock Pokémon—Stage 1
- Pincer Pokémon—Stage 1
- Spitfire Pokémon—Basic
- Spiral Pokémon—Stage 2
- Mouse Pokémon—Stage 1
- Dragon Pokémon—Stage 1
- Hermitcrab Pokémon—Stage 1
- Jellyfish Pokémon—Stage 1
- Poison Gas Pokémon—Stage 1
- Snake Pokémon—Basic
- Rock Pokémon—Basic
- Sludge Pokémon—Basic
- Dragon Pokémon—Basic
- Shellfish Pokémon—Stage 1
- River Crab Pokémon—Basic
- Spiral Pokémon—Stage 1
- Duck Pokémon—Basic
- Bivalve Pokémon—Basic
- Dopey Pokémon—Basic
- Jellyfish Pokémon—Basic
- Bat Pokémon—Basic
- Trainer
- Trainer
- Trainer
- Trainer
- Trainer

Try diplomacy first.

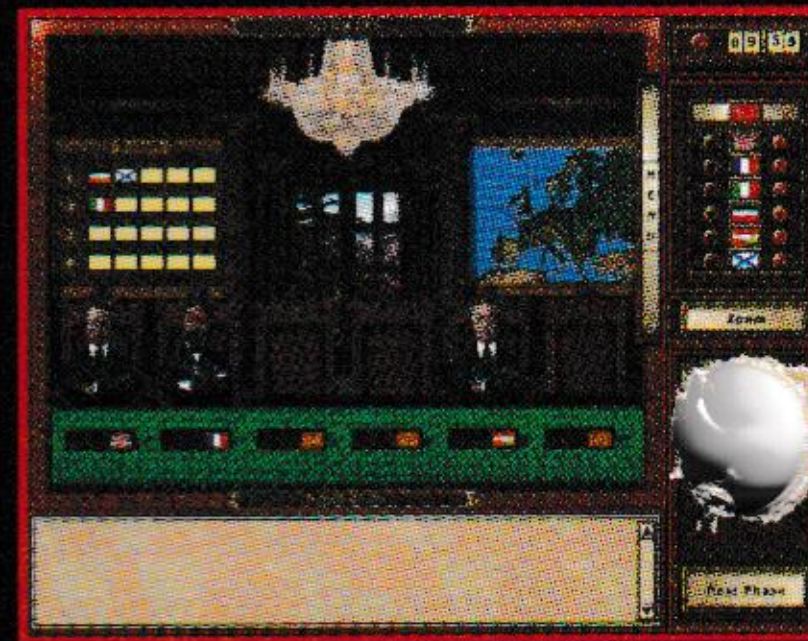
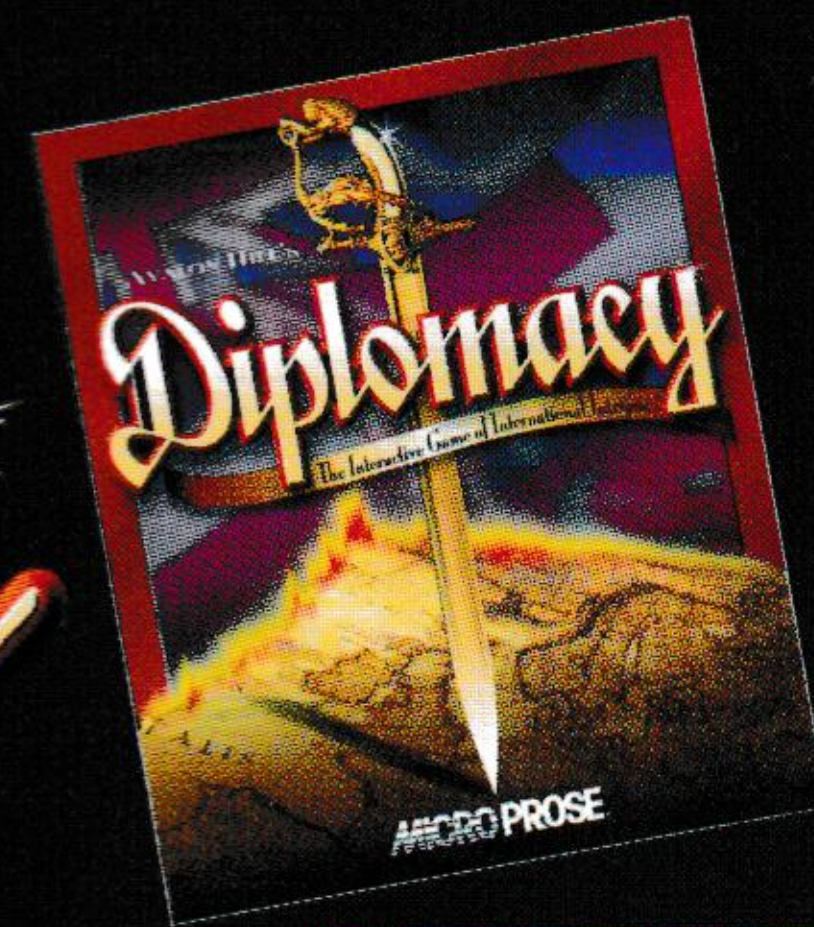


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May your wit be as sharp as your sword, because Avalon Hill's Diplomacy has captured the true spirit of the legendary board game. You'll start as one of the seven pre-WWI superpowers, England, France, Germany, Italy, Russia, Turkey, and Austria-Hungary. These political boundaries will become your prey as you negotiate your way to the top. Beg, threaten, plead and argue your way past nations where friends become pawns and enemies become allies. You'll have to be cunning. Smooth. And deceitful. This is a game that can't be left to chance.

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